6U RULES Local Rules Supersede USA Softball Rules

6U Objectives of the Game

1. 6U teams may have eight (8) to ten (10) girls on defense; if playing with ten (10) players, utilize the infield positions with 4 outfielders; left, left-center, right-center and right field.

2. 6U players are taught the rules of the game of softball and how to play each position of the game.

3. 6U Staff will begin teaching the art of pitching to Players at the start of the season. NOTE: It is highly recommended that each team select a coach to be a pitching coach for the season.

4. 6U teams may have up to 3 scheduled activities per week - 2 practices/1 game or 2 games/1 practice.

5. 6U does not participate in drafts/assessments. Teams are built by computer generation and player age allowing fair distribution within the age group.

6. Managers are expected to know the rules and apply them with good sportsmanship and cooperation.

7. **VGF will be utilizing a point system for team behavior which incorporates players, parents, spectators, and coaching staff on a per game evaluation. Failure to meet point expectations can result in inability to be included in playoffs and/or expulsion from our membership. This point system can be found under policies or in the managers binder and/or outlines at your team meet and greet which is mandatory.**

6U Defensive playing requirements

1. During the game, each player will play a minimum of 3 defensive outs.

2. When the starting pitcher is removed, they may be placed in an infield OR outfield position or be sent to the bench.

3. A coaching staff or catcher may be utilized to back up the player or catcher. Adult coach must remove the tee out of the play area immediately after a hit ball. Failure to remove the tee when a runner comes home will result in an out on that runner.

4. All pitchers must wear an infield face mask.

6U Starting & Ending a game

1. At five (5) minutes before the game time, the team's staff shall proceed to the home plate where they will exchange greetings and say the Pledge of Allegiance. At this time the Plate Umpire will conduct the Plate Meeting and go over ground rules. Each team manager will present their line up roster with batting order to the Umpire. Scorekeeper and opposing manager should receive both team line-ups 15 minutes before game time start. Batting lineup will remain the same throughout the game. There is no penalty for leaving early the player will just be removed from the lineup. If removal results in a team of 8 per USA rules an out must be taken on every 9th batter. Only the team designated rep can approach the ump, ask for call clarification etc.

2. The starting game time will be noted by the Plate Umpire and score keeper. Once the umpire calls "Play Ball", the first pitch is delivered.

3. 6U Games will be complete when: One (1) hour of game time is completed – no new inning after the 1 hour time mark.

4. In 6U Games -1st Inning (3 Runs or 3 Outs) 2nd Inning (3 Runs or 3 Outs) 3rd Inning (3 Runs or 3 outs)

5. A scorekeeper and scorebook will be utilized to keep score of the game.

6U Putting the Ball in Play

Player Pitcher:
In Pitching Rules, the ball becomes alive and in play when the Plate Umpire calls "Play Ball".

1. First Play Rule:
   a. When the first "play" on a hit ball is made by the defense by a throw to any base, in an attempt to make a "play" on the batter-runner, before the batter-runner has reached any base, the ball becomes immediately "dead". Runners may advance until the "play" ball has been thrown, or an attempted and/or running tag, or an out is made. The ball will be returned to the pitcher and the next batter shall take her turn at bat.

2. Dead Ball: In Pitching Rules, play shall resume when the pitcher is on the mound and the Plate Umpire calls "Play Ball".

3. 6U will not use the "infield fly rule" or the "drop third strike" rule.

6U Batter
Player & Staff Pitcher:

1. There are no walks, no bunting, no stealing in 6U.

2. 6U batters can only reach base by hitting the ball.

3. When the 6U Player-Pitcher pitches 2 balls to the batter and the ball is not hit then the Staff Pitcher for the batter will enter the game to pitch 2 balls to the batter. If the ball is still not hit, the tee can come out and the batter has 2 tries to hit the ball, if not hit the batter is out. After 1/2 of the in-season (aprox 7 games), the batter will get 2 player pitches, 3 coach pitches, and 1 tee hit, if the ball is not hit the batter is out.

6U Runner

1. The 6U runner may leave her base when the ball has been hit off of the Player pitcher or the Staff pitcher.
2. There is NO stealing in 6U.
3. 6U runners may slide and VVGF recommends wearing safety apparel (slider shorts). It is NOT mandatory for 6U players to slide.
   Note: Techniques of sliding should be taught at practices.
4. Bases will be set at 50'

6U Pitcher

1. 6U pitchers may pitch no more than 2 innings per game, or 6 innings per week.
2. Pitching distance for 6U is twenty-five (25) feet.
3. Player/Pitcher will pitch two balls to the batter.
4. The manager may direct any coaching staff member to be the Staff/Pitcher.
5. The Staff/Pitcher shall pitch from the pitcher's plate which is set at 25 feet.
6. The Player/Pitcher will stand approximately even to the left or right of the pitching plate, inside the pitching circle and can only move from her position after the ball has been released to the batter.
7. After the Staff/Pitcher delivers the pitch, they will remain in the pitching circle avoiding interfering with the defense until all play has been completed by an umpire calling "time".
8. When a hit ball accidentally hits the Staff/Pitcher, the ball is "live and in play". <u>Ruling</u>: The Staff/Pitcher will make every attempt to move out of the way of a hit ball.
9. All pitchers must wear an infield face mask.